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1 **Genetically breeding populations of computer programs to solve problems in artificial intelligence**
Koza, J.R.;
Tools for Artificial Intelligence, 1990.,Proceedings of the 2nd International IEEE Conference on , 6-9 Nov. 1990
Pages:819 - 827

[Abstract] [PDF Full-Text (756 KB)] **IEEE CNF**

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2 **Developing a sugar-cane breeding assistant system by a hybrid adaptive learning technique**
Mon-Fong Jiang; Ching-Hung Wang; Shian-Shyong Tseng;
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[Abstract] [PDF Full-Text (552 KB)] **IEEE CNF**

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Unemi, T.; Nakada, E.;
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Pages:331 - 336

[Abstract] [PDF Full-Text (400 KB)] **IEE CNF**

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Pages:26 - 33

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Pages:259 - 264 vol.1

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10 **Evolved neural systems with unit breeding. Principles of development**
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Poli, R.; Valli, G.;
Computers in Cardiology 1993. Proceedings. , 5-8 Sept. 1993
Pages:193 - 196

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breed normalized postfix expressions
Valenzuela, C.L.; Wang, P.Y.;
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Pages:138 - 149

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Iba, H.; Nozoe, T.; Ueda, K.;
Evolutionary Computation, 1997., IEEE International Conference on , 13-16 April 1997
Pages:297 - 302

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16 **A new evolutionary model based on family eugenics: the first results**
Shaoyan Wu; Qingfu Zhang; Huowang Chen;
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Terano, T.; Ishino, Y.;
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Applications of Genetic Algorithms, IEE Colloquium on , 15 Mar 1994
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28 **Interactive data mining from clinical inspection data**
Inada, M.; Terano, T.;
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29 **Life with GenJam: interacting with a musical IGA**
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31 **An eugenic mutations for optimum problems**
Chin-Chih Hsu; Takahashi, H.; Shida, K.; Fujikawa, H.; Yamada, S.;
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32 **Automated discovery of detectors and iteration-performing calculations to recognize patterns in protein sequences using genetic programming**
Koza, J.R.;
Computer Vision and Pattern Recognition, 1994. Proceedings CVPR '94., 1994 IEEE Computer Society Conference on , 21-23 June 1994
Pages:684 - 689

[Abstract] [PDF Full-Text (648 KB)] **IEEE CNF**

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33 **Simultaneous discovery of detectors and a way of using the detectors via genetic programming**
Koza, J.R.;
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34 **Performance improvement of machine learning via automatic discovery of facilitating functions as applied to a problem of symbolic system identification**
Koza, J.; Keane, M.A.; Rice, J.P.;
Neural Networks, 1993., IEEE International Conference on , 28 March-1 April 1993
Pages:191 - 198 vol.1

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35 **The genetic planner: The automatic generation of plans for a mobile robot via genetic programming**
Handley, S.;
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36 **Genetic generation of both the weights and architecture for a neural network**
Koza, J.R.; Rice, J.P.;
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37 **Array pattern control in the complex plane optimised by a genetic algorithm**
Mitchell, R.J.; Chambers, B.; Anderson, A.P.;
Antennas and Propagation, Tenth International Conference on (Conf. Publ. No. 436) , Volume: 1 , 14-17 April 1997
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Thomson, P.; Miller, J.F.;
Software Support and CAD Techniques for FPGAs, IEE Colloquium on , 13 Apr 1994

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1 **West Coast Main Line auto-transformer electrification system needs intelligent condition monitoring**
Fletcher, R.; Zongyi Shao; Seward, R.;
Condition Monitoring for Rail Transport Systems (Ref. No. 1998/501), IEE Seminar on , 10 Nov. 1998
Pages:5/1 - 513

[Abstract] [PDF Full-Text (836KB)] **IEE CNF**

Genetic Programming (1997) (Make Corrections) (423 citations)
John R. Koza
Encyclopedia of Computer Science and Technology

Abstract: Introduction Genetic programming is a domain-independent problem-solving approach in which computer programs are evolved to solve, or approximately solve, problems. Genetic programming is based the Darwinian principle of reproduction and survival of the fittest and analogs of naturally occurring genetic operations such as crossover (sexual recombination) and mutation. John Holland's pioneering Adaptation in Natural and Artificial Systems (1975) described how an analog of the evolutionary... (Update)

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...programs has been the topic of recent publications. **A general introduction into the concept of Genetic Programming ca be found in [1, 2, 12].** Several applications of Genetic Programming (or, more generally, Evolutionary Algorithms) to the task o controlling autonomous...

...1. Design a smaller DT using part of the examples given at random. **phenotype of an individual are represented in a tree structure [2], 4] GP can be considered as a DT breeder in which good DTs can be generated automatically through evolution.** In GP based design, the...

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A Three-Dimensional Environment for Self-Reproducing Programs - Ebner (Correct)
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Linear-Graph GP { A new GP Structure - Kantschik (2002) (Correct)

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12: Handbook of Genetic Algorithms (context) - Davis - 1991

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Koza, John R. Genetic Programming. MIT Press, 1992. http://citeseer.ist.psu.edu/article/john97genetic.html More

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    booktitle = "Encyclopedia of Computer Science and Technology",
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    publisher = "Marcel-Dekker",
    editor = "James G. Williams and Allen Kent",
    pages = "29--43",
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1833 Genetic Algorithms in Search (context) - David - 1989 **Book Details from Amazon or Barnes & Noble**
826 Genetic Programming: On the Programming of Computers by Mean.. (context) - John - 1992
548 Genetic Algorithms + Data Structures = Evolution Programs (context) - Michalewicz - 1992 **Book Details from Amazon Barnes & Noble**
516 Handbook of Genetic Algorithms (context) - Lawrence - 1991
277 An Introduction to Genetic Algorithms (context) - Melanie - 1996 **Book Details from Amazon or Barnes & Noble**
249 Genetic Programming II: Automatic Discovery of Reusable Prog.. (context) - John
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83 Handbook of Evolutionary Computation (context) - Thomas, David et al. - 1997
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9 The evolution of memory and mental models using genetic prog.. - Scott
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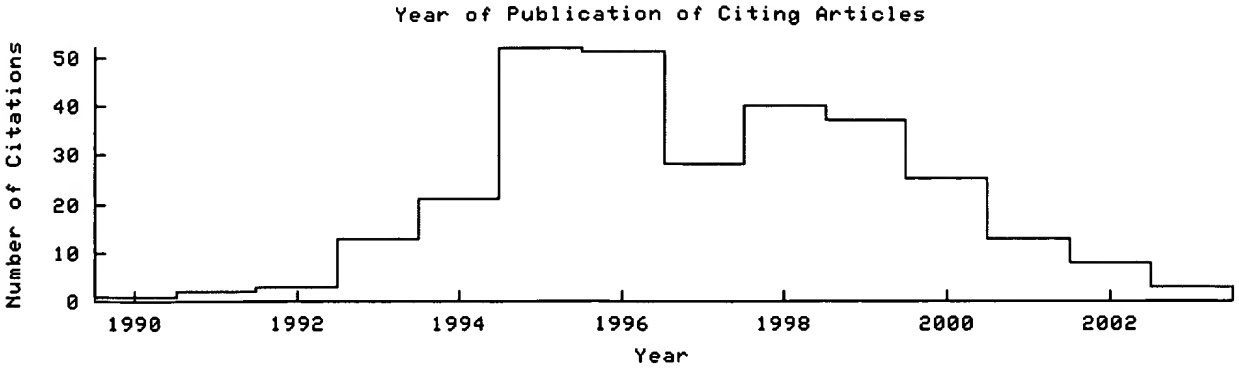

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